

Rescue on Fractalus!™

ATARI ★ LUCASFILM™



Wanted: Air Pilots

All right! Listen up! You've got a right to know why you're here—why they suddenly need us Air Pilots.

A life and death struggle is raging throughout this grubby galactic quadrant. It's us against the leggies and they've just upped the stakes. They've dug in on Fractalus, the most inhospitable planet this side of the Kalamir system. It's a neat trick. Our highly trained Ethercorp pilots were holding their own in space battles, but down on Fractalus it's a different story. We're losing anywhere from five to fifty Space Pilots a clip. Our job's to rescue those spacemen.

Go ahead—laugh. I admit it's funny. Five years ago, the Corps couldn't phase us out fast enough. "No need for Air Pilots in

the Ethercorps," they said. "Those dogs have had their day." Well, great, but those Space Pilots can only fly space. To be fair, they'll save us in the end, but now we have to save them—especially those golden "Ace Pilots." We can't win without them!

Here's how it works. They've rigged up a Mother Ship to ferry us within booster range of Fractalus. That's where it gets sticky. The leggies have got defenses on that planet—gun emplacements, saucers—the works. And Fractalus is one hot cauldron of craggy mountains and canyons, covered by the worst air you've ever flown in. It's thick cyanide acid—it'll dissolve your flight suit within minutes. Finally, there's the planet's hyper rate of rotation. The nine minute days have driven more than one pilot nuts.

But there's good to go with the bad. You'll have Valkyrie fighters,

the best pure flyers we've got. And don't call them V-Wings—that's not correct terminology. To make room for those Space Pilots they had to strip out a lot of the offensive weaponry. But they did install a Disc-Mirror Shield. It can take a big hit, but you pay for each one out of your energy reserves.

The one offensive weapon they left us is hot—the AHB—Anti-Matter Bubble—torpedo. It'll destroy a target if it hits anywhere near it!

Finally, each Valkyrie's been fitted with the Etherec Navigation System, a computer-enhanced viewscreen which overlays your forward main window. It lets you see where you're going in Fractalus' acid fog atmosphere.

That's it. Get going. Forget the past—just go get us a future.



Your Mission:

Sorry. No time for a briefing now. Eithercept pilots are down—out of action. They need help—fast!

First, we toss you out of the Mother Ship, straight down to Fractalus. That part's all automatic. But you're on your own when you hit the atmosphere.

Your job is to fight through the Jaggi defenses and find stranded pilots. They won't be jumping up and down waving at you. So, use your instruments and viewscreens to find their crashed ships. They'll wait inside until you land in range.

The rescue's a snap. As soon as you shut down your engines, the pilot will come running and knock on your rear airlock door. Let the spacer in.

When you pick up your quota of pilots, or run out of energy it's back to the Mother Ship. As you get better, we advance you to Higher Levels—the more he fish parts of Fractalus. . .

Got it? Prepare for Mother Ship Launch.



CODE RED!

- 1** Insert your cartridge for *Rescue on Fractalus!* into your Atari 5200 SuperSystem. Turn on your system and T&E. Place the overlay on your controller and plug it into jack 1.
- 2** Set the difficulty level: Use the LEVEL ↑ (D) key to raise the level, the LEVEL ↓ (F) key to lower it.
- 3** Press START to begin the game. Your ship will be launched automatically.
- 4** Use the joystick to fly the Volcano Fighter when you enter the atmosphere of Fractalus. You'll know you're on your own when the message **MANUAL** appears at the top of the screen.

5 Jagg Gun Emplacements appear as green domes on the mountain peaks. Watch for cross hairs to appear on the Main Window when an enemy is near. Line the enemy up in the cross hairs on the Main Window or Targeting Scope. Launch a torpedo by pressing any of the red fire buttons.

6 Locate a pilot by watching for a "blip" on the Long Range Scanner or a flashing green beacon on the surface of Fractalus. Fly towards the pilot keeping your ship's altitude low.

7 Pilot in range: Watch the Long Range Scanner on your instrument panel. When the pilot "blip" is centered near the bottom of the Scanner, press the **LAND (1)** key to land the ship. Press the **SYSTEMS (2)** key to turn off your engines and shields. The screen will display **PILOT IN RANGE**. If the

pilot is not in range the screen displays **PILOT TOO FAR**. Take off again by pressing **↑ THRUST (4)** and move your ship closer.

8 Rescue the pilot: Press the **AIRLOCK (3)** key to open the airlock when the pilot knocks on the door. The airlock automatically closes after the pilot climbs safely inside.

9 Take off: Press **↑ THRUST (4)**, and search for the next downed pilot.

10 The Mother Ship will return to your sector to check on your progress. If you're in trouble—low on energy, taking a lot of heat—the Mother Ship will try to show up sooner. When it's near, the Mother Ship light on the control panel will begin flashing and the message **MOTHER SHIP** will appear at the top of the screen. If you've rescued

your quota of pilots or are low on energy, press the **BOOSTERS (7)** key to fire the boosters. Your ship will automatically leave Fractalus and dock with the Mother Ship.

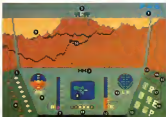
Scoring

Event	Point Value
Each second of flight	1
Gun emplacement destroyed	100
Saucer destroyed	250
Pilot picked up	200
Arm picked up	2000
Pilot returned to Mother Ship (bonus)	500
Pilot returned over quota (bonus)	1000
Level completed	Level x 200

Note: If you return to the Mother Ship before you have rescued your quota of pilots, you may continue at the same level, but you will

not receive a bonus for completing that level. If you continue at a lower level, you will lose your previous score.

Instrument Detail



Modified Valkyrie Control Panel

1 Score

Resets automatically when you begin a new game

2 Compass

Gives you a sense of direction when making turns or finding your way back to an overflow point

3 Wing Clearance Bars

Shows how far the nearest mountain is to the tips of your wings. Helpful for making tight turns in canyons

4 Thrust Level

Shows your engine thrust level. The more lights turned on, the higher the thrust

5 Dangerous Altitude

This column lights up when your ship moves close to the ground. All lights are lit when you land

6 Artificial Horizon

Indicates your ship's current bank (left/right) and climb (up/down)

7 Altimeter

The red bar represents the altitude of the terrain. The light blue bar shows your ship's altitude. Your altitude above the ground is determined by the amount of light blue showing. If there isn't any light blue, you're either landed or crashed (or you're about to)

8 Targeting Scope

Targets large gun emplacements and weakens and downsizes ships. When there is more than one object, the scope locks target the closest one.

9 Main Window

Enhances visible light with computer imagery.

10 Cross Hairs

Appear on the Main Window to target any visible enemy. A second set of cross hairs on the Targeting Scope is always displayed.

11 Enemy Lock-On Indicator

These lights flash while the lock-on system is analyzing ship radiation. When an enemy gun emplacement begins to lock onto your ship, these lights go out, then turn on again one by one, starting at the left. When all the lights are on, the gun emplacements will fire. You can cause the gun emplacements to "lose lock" by massive maneuvering.

12 Energy Level Indicator

Displays the energy level and changes color as your energy level is depleted, flashes and beeps when it gets critically low. Additional energy is available from each rescued pilot's

energy cell. Your energy cells will be completely recharged each time you return to the Mother Ship.

13 Long Range Scanner

The Scanner picks up the pilot's emergency beacon and displays it as a blip. The V shape on the Scanner shows the field of view in front of your ship, your position at the bottom of the V. When you are within two units of a downed pilot the Scanner will begin flashing and beeping continuously. Then you can pick up the pilot.

14 Shields On

This light indicates when your Dnac Minor Shields—a low power version of the Mother Ship's invulnerability shield—are activated and drawing power. The shield surrounds your craft with a powerful Dnac wave which reflects all known forms of energy—however, it can't handle the side of a rearsuistat full throttle!

15 Mother Ship

The light flashes, a beep sounds, and a **MOTHER SHIP** message appears at the top of the display when the Mother Ship is in range. You should pick up more than half your quota of pilots before the ship reappears.

16 Air Lock Open

Light indicates when the air lock is open.

17 Range to Pilot

Shows the relative distance to the pilot indicated on the Long Range Scanner. When no pilot is sensed, "00" is shown.

18 Enemies Destroyed

Shows the number of gun emplacements and weakens you have destroyed.

19 Pilot Quota/Rescued

Shows the number of pilots you must rescue and bring back to the Mother Ship in order to advance to the next level. Every time you pick up a pilot, this number is decreased. It flashes when you've reached your quota and counts the number of pilots you've rescued beyond your quota. An advisable level.

Flight Controls

Joystick: You control your Valkyrie Fighter with the joystick and number keys on the controller. Since your ship is a true flyer, go easy on the joystick. Experienced pilots make small adjustments with the joystick rather than forcing it from side to side.

START Starts the game.

RESET Restarts the game from the beginning. The current score is lost. During the game, **RESET** only works after pressing **PAUSE**.

PAUSE Freezes the screen during a mission. Press again to continue.

6 Thrust ↑: You can select eight different engine thrust levels. The faster you fly, the faster the Valkyrie Fighter responds to flight control. And the higher the game level, the faster you fly! After you've landed, this key becomes your "launch key"—press it and your engines will lift you off the surface.

9 Thrust ↓: Decreases your ship's thrust, but doesn't turn off the engines.

7 Boosters: Fires the booster rockets to return to the Mother Ship if it's orbiting in your planetary sector. You can't leave Fractalus without firing your boosters—you will only get as far as the upper reaches of the planet's dense-cloud cover.

1 Land: When a pilot is in range, this key will put the ship into an automatic landing maneuver. If your altitude is too high, the message **TOO HIGH** will appear. Fly to a lower altitude and try again.

2 Systems: After you land, use this key to turn all systems on and off. If you leave your shields and engines on, the powerful energy field around your ship will burn any nearby life forms to a crisp. Knowing this, the downed pilots will not leave their ship until your engines are off. Don't turn the engines on again until the pilot is safely inside and the air lock door is closed!

3 Air Lock: You must open the air lock doors to let the pilot inside. The air lock will automatically close when the pilot is safely inside the ship, or if the engines are turned on.

0 Demo: Press this key to observe video recordings of missions flown by Droidcraft (the screen message will read **DEMO DROID**). These droids are not skilled enough to rescue pilots. They are only used to clear out the dreaded leggy gun emplacements.

Good Luck!

*** Level ↓**
Increases starting level of game.

*** Level ↑**
Decreases starting level of game.

Joystick

All-1980 buffers = Launch AMB
Torpedo

Bank
Left

↑
↓
Dive
Climb

Bank
Right



The Good Stuff

Air Pilots' Crib Sheet

Landing

When you first land, you will hover on your shields a few centimeters above the ground. While "hovering" you can turn your ship towards the pilot's crashed ship. If you've managed to land in range, turn your systems off and you'll get the message **PILOT IN RANGE**. The downed pilot will now turn towards your ship, even if you can't see him (if you can see his ship, you'll see the pilot). If you turn your systems on again before the pilot is safely inside your ship, the shield's high-energy field will vaporize him!

If you land beyond a downed ship, the message **SHIP OFF SCOPE** will appear on the screen. If this happens, turn your systems back on—don't lift off—note the current heading on the compass, and execute a 180-degree turn. If

you are still too far away, use the thrusters to move within range.

Before taking off with your pilot, it's a good idea to destroy the wrecked ship. This will keep the loggers from stealing our technological secrets.

Ace Pilots

If you see a pilot wearing a purple helmet running towards you, you've just rescued an Ace Pilot. Ace Pilots are worth ten times more than a regular pilot—1000 points vs. 200 points. They are also packing more power in their energy cells. And they're rare— not many get shot down. After all, they are Aces!



The pilot is nearby but you can't see his ship. What happened? You landed on the side of a mountain, the pilot is downed below. If

you want to "see" the ship, lift off, fly over it, land and then turn 180°. If the ship's still in range, you'll see it through your main window.



A shoreline gun emplacement—your skills test, but you can't shoot it out. Why? Your ship is made of

hitting the mountain slope. Fly over the gun emplacement, turn 180°, and open up with an **AMB** heat case.

Levels

When you first begin the game, you may select a level from 1 through 16. After you complete a mission, you will continue at a higher level; in fact, you may skip up to three levels at a time if you are extremely brave. The bonus for completing a level will be higher if you skip levels.

Levels 1 through 3 are training levels. For Level 1, you enter a sector of Fractalus that has been cleared of the dreaded Jaggies by our Dragonfly.

On Levels 2 and 3, you enter the planet's atmosphere above a region which had only a few Jaggi gun emplacements.

The higher levels (4 and above) you have more emplacements, saucers, and pilots, and the Jaggies become even more aggressive, tenacious, and accurate.

Levels 1 through 15 will take place on Fractalus' South Pole where no summer during the

time of the year. This will save you from the mindshattering short day and/or since the sun never sets on that part of the planet.

Jaggi Gun Emplacements

On Levels 2 and above, you will find Jaggi Gun fire placements on the peaks of some mountains. These automated emplacements fire high-energy ion beams at your ship. You can avoid being hit with some slick evasive flying or by knocking out the emplacements. Your Direct Mirror Shield will reflect most of the energy from a direct hit but your energy level will drop and you will be thrown off course.

Since gun emplacements will still be able to hit your ship while you are on the surface, be sure to destroy any in the vicinity before landing to rescue a pilot.

Saucers

On Levels 4 and above, the enraged Jaggies will fly their inter-taleless saucers directly into you. These "suicide" saucers can either be shot down with your AWM torpedoes or dodged. If they hit your shields, they will drain off more energy than a gun emplacement hit. The saucers tend to occupy the higher altitudes, although they have been known to dive into the canyons when especially irritated.

Night Flying

On Level 16 and above, you'll be dropped closer to Fractalus' equator. Here—as you streak through the nine minute days and nights—you'll have a chance to work on your night flying skills. When night flying, you're "flying blind," so to speak—there's not enough light to activate your Main Window viewscreen. So, you'll have to rely upon your instruments and wits alone.

Modified Valkyrie Class Fighter

Powerplant: Two JT8D-9A
27,000 lbf (121
kN) turbofan
engines

Boosters: Two
RD 43B-15
solid-rocket
boosters
Wing span: 13.8
meters

Wing area: 67.1
square meters
Length: 18.4
meters
Mass: 10,300 kg
**Max. cruising
speed:** 0.84
Mach (1,000
km/h)

Range: 1,000 km
at Mach 0.84
Armament: One
AIM-54C
Crown 1, 28
AIM-7F
Sparrow
Long
Range
Missile

Armament: One
AIM-54C
Crown 1, 28
AIM-7F
Sparrow
Long
Range
Missile

Progressive development of the F-35 Firehawk yielded a small family of twin-engine, twin-tailed, V-wing designs. The largest of these, the Valkyrie Class Fighter, was originally used as a light bomber and ground attack craft, but has been modified for air-to-air combat in the Jugg War of '84.





IMPORTANT!

Flying rescue missions means defeating the stubborn Jaggi defenses. So, you may wonder "Who are the Jaggies? What are they like? What if I'm captured by them?"

First, the name Jaggi is a short, pronounceable word for *Jaggis* in Kachath—an "intelligent" life-form from the star system Teph Uld Nerolei Ashore, located in the distant, outlying dark sector of our galaxy.

Second, don't worry about being captured—they don't take prisoners. That much we do know about them. Experience also teaches us they're vicious, suicidal fighters, choosing to do battle in the most inhospitable environments. Fractals is an ideal example.

Although the Ethercorps has yet to capture or recover a complete Jaggi, we do have this report from Ethercorps Intelligence.

Twenty hours ago, Lieutenant Ace, Valera Maluna, crashed on Fractals. This morning, her Commander made Etherwave contact with her. This is a transcript of her final transmission.

"Lieutenant Maluna to Mother Ship. Hope you can read me. I've been down here in this atmosphere so long it's starting to get to me. I kept the air locks closed as best I could, but they were pretty torn up.

"During the nights I see brief flashes as other ships fall to the surface, but during the days there's nothing to see but this awful yellow acid—snog. I had my shields on for awhile, until I realized the Jaggies could still track me—I'd try anyone trying to rescue me... so I turned them off and

waited. You'll never believe how lonely it is down here, waiting—but it's not quiet. The acid makes a continuous sizzling sound, very faint but always there, as it eats away at the hull of my ship.

"Hey, what's that? I think I see a pilot running towards me! I know you guys wouldn't let me down! Wait. There's something weird here. He doesn't look quite right—his helmet's green? Commander! We don't have any... My God! What the... it's a... it's going to... scream!"

There was nothing more except Etherwave static. And we haven't been able to raise her on the Emergency Frequency. Get those specers off that hellhole and fast!



